

COMPACT
disc

Panasonic®

REAL™ PINBALL



3DO

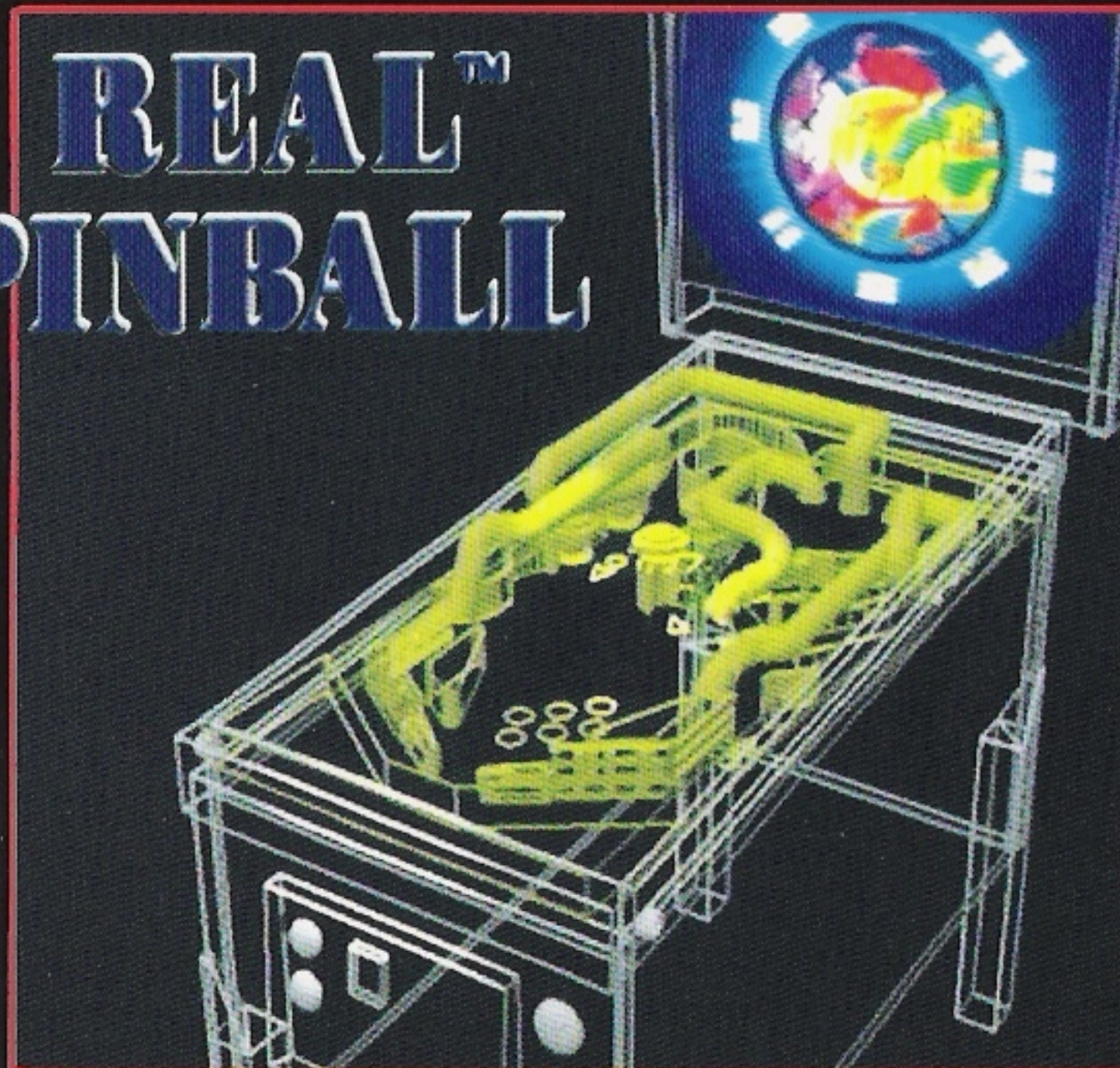
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Printed in Japan

SB0494-1074
DFQS5021ZB

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3DO

FZ-SM0801

For use with 3DO™ systems

MEDICAL PRECAUTIONS:

1. Physical activities involving regular repeated movements of the wrists, hands and/or fingers may possibly cause repetitive stress injury. Such injury may also affect muscles in the arms, wrists, hands, fingers, shoulders and neck, chest and abdomen, and the legs and back.
2. There have been reports that some people may experience epileptic symptoms or even seizures while concentrating on flashing lights. It is possible that persons with no previous epileptic experiences may, nevertheless, have an undetected condition. To avoid a possible medical problem, if you have an epileptic condition, consult your physician before playing video games or any other visually intensive software products.

To avoid either of these situations, and as sound practice, if you should use this equipment for an extended period of time, it is suggested that you take periodic breaks of 10-15 minutes each hour. Unit should be used in a brightly lit room . Operating in a close distance to the TV should be avoided.

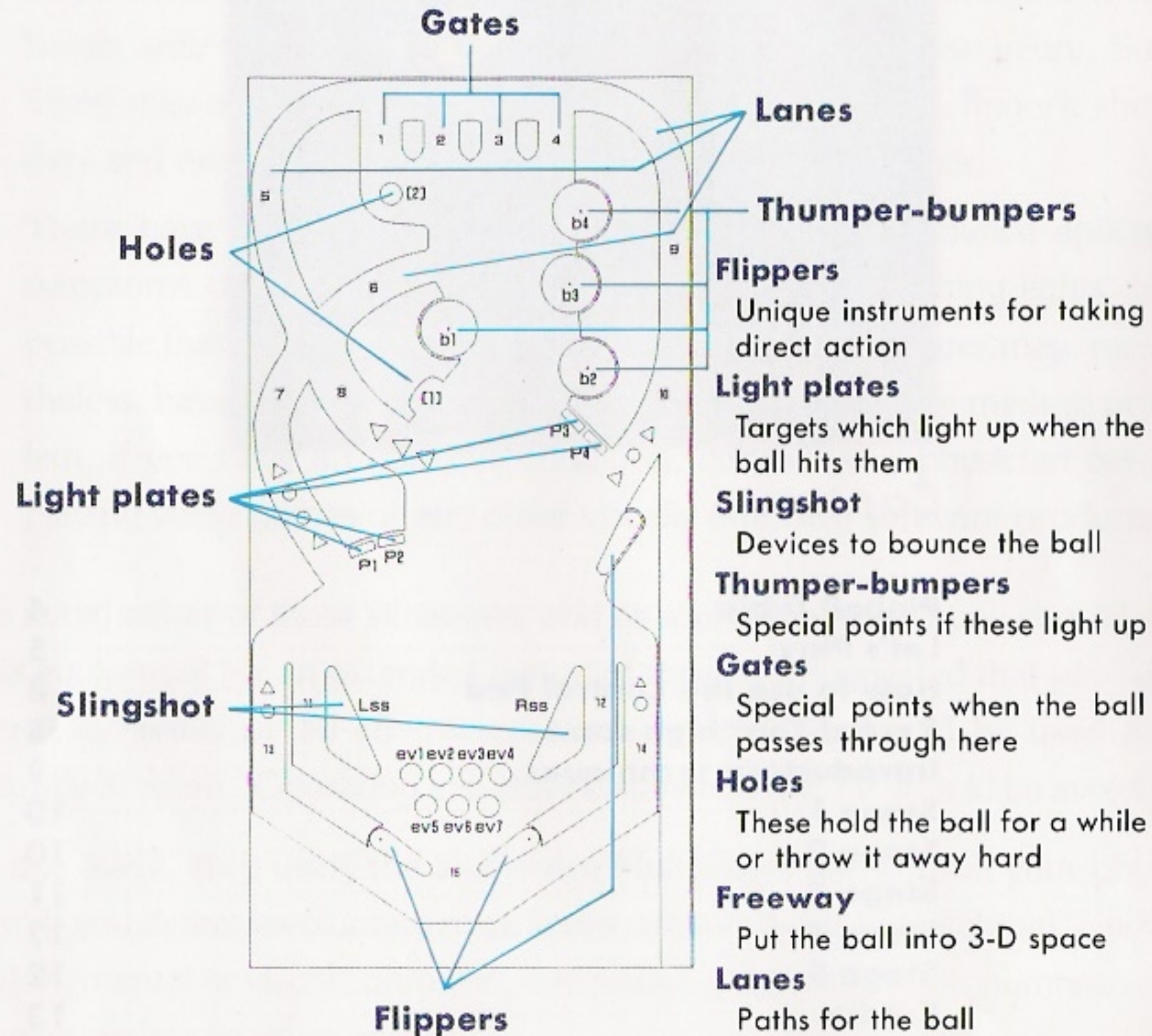
In any event, stop using the Interactive Multiplayer and consult your physician if you detect involuntary muscle movements (such as twitching), altered vision, mental or visual confusion, convulsions, muscular pain, numbness of fingers, palms or other areas.



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Pinball Table



Let's play

First let's try a game

1. Open the disk tray on the 3DO Interactive Multi-Player, insert the CD-ROM, label side up, and close the tray.

Backup memory is full.
Can't save High Score, etc. To save,
use Directional pad to select one of
the following to be deleted then
press the A button.

End : X button

"REAL Pinball" keeps high scores, etc. In its back-up memory. The following message will be displayed if there is no room in the back-up memory to store more data. Follow the instructions to make more storage room.

- * The name of the file used with REAL Pinball is REALPinball.JDW.
- * A red frame appears when a stage is cleared.

	STAGE 1	STAGE 2	STAGE 3	STAGE 4
Clear points	2,000,000	2,500,000	1,300,000	2,000,000



2. After a while the following message will be displayed.

Now you can select a GAME.

Use the up and down direction keys to align the frame with GAME, then press A button.



3. Now the screen at left will be displayed.

Use the direction keys to select one of the boards.

Stage 5 can not be selected first. Stage 5 can only be selected after you have scored more than the clear point in all Stages 1 to 4.

Use the direction keys to align the selection frame with the board of your choice and press the A button.

4. The board you wish to play will be displayed after a while. After it finishes loading look at the message display.

It shows "PUSH C TO INSERT COIN" so push the C button. One coin will be inserted. (Up to 50 coins may be inserted in "REAL Pinball". When they are used up, you can press the C button again and put in some more coins.) When a coin has been inserted, the display will show "CREDIT 1" which means you will now be able to make one play.

5. Now press the P button. The "1ST BALL" message is displayed. Now, let's play the first ball. Press the A button. Did the ball shoot out from the right hand bottom corner?

The strength of the shot depends on how long you hold down the A button. The longer you hold it down the stronger the shot. Hold it down for a short time for a weak shot. By cleverly releasing the A button at the right time you will be able to make the ball go where you want it to go.

6. The L button works the left flipper, the R button works the right flipper. Use the flippers to keep the ball from falling out at the bottom of the board and to shoot it back up to the top of the board. At first you will have three balls. The game is over when all three balls have fallen through the OUT hole. But you have one more chance. That's MATCH. Take two digits from the number of special points you have scored and display them on the left side of the message display. At the same time, " * * " will be shown on the right side of the message display. After a while the " * * " on the right will change into a two digit number. If that number is exactly the same as your two-digit number on the left. it's a MATCH! If you have a match, you will be able to play one more game. The number of games you are able to play is shown by "CREDIT". For example, if "CREDIT 3" is displayed, you will be able to play three more games. If your credit runs out, press C button to put in a coin.

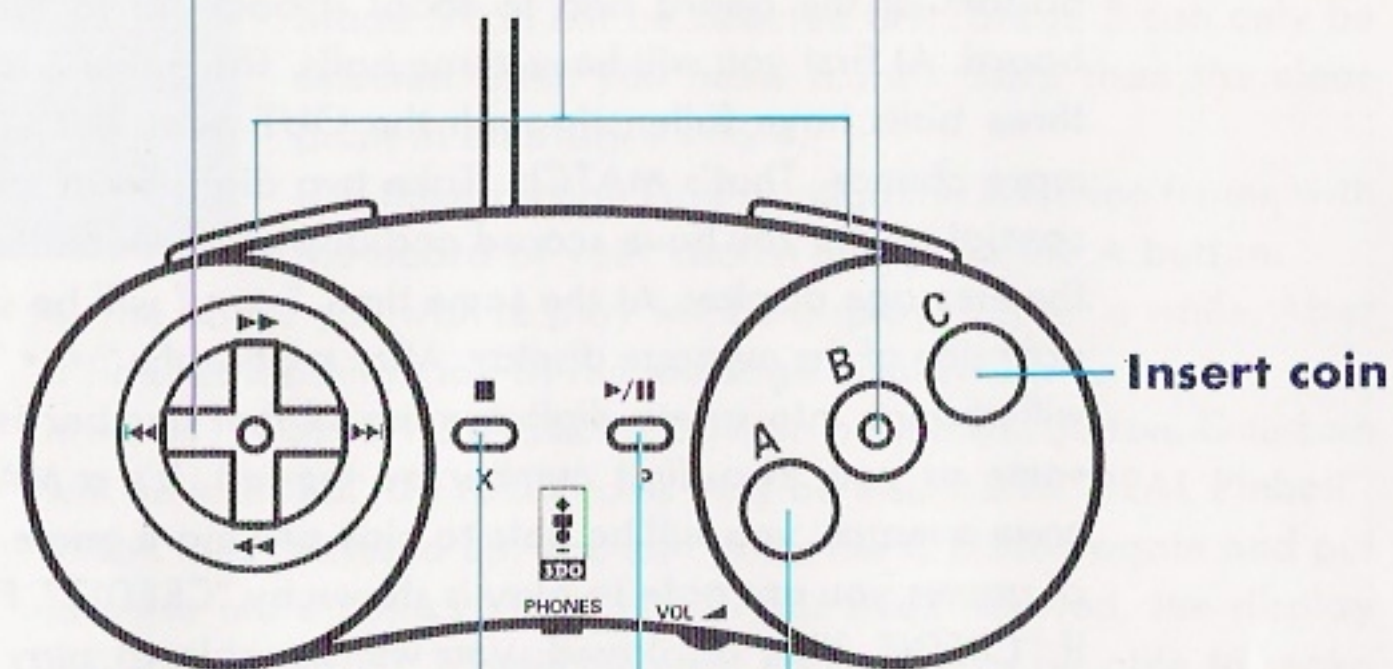
There, you have been through a sample game. Finish off this manual to learn the secrets of each level and how to score higher!

How to use the Control Pad

Nudge playfield

Left/Right flipper

Help screen



Quit game

Start game/Pause game

Pull back plunger

Record your High-Score

Initially, each board has been given an appropriate high score. If you achieve a score which is higher than this, your name and score can be stored among the top three scores.

Here we will explain how to make that record.

If you have achieved a high score for that stage, you will automatically be prompted to enter your name by the following the message on the message display.

NAME AAAAAA

The cursor is on the first A, isn't it? Use the up and down direction keys to run through the alphabet. The first A will change to B,C,..... etc. Use the left and right direction keys to move the cursor. You can enter up to six letters. When you reach the letter you wish to enter, press A button. Once you have pressed the A button to select a letter, you can not change that letter.

Introduction to techniques

There are techniques which can be used to obtain higher scores. Here we will introduce some of them.

- Flippers are not just for hitting the ball.

You can hold the flipper up and let the ball rest on it, then you should be able to hit the ball to where you want it to go.

- Move the left and right flippers skillfully.

You will find it very helpful to develop a rhythm for using the left and right flippers in turn

- 1,2 (left, right) - and hit the ball to great effect...

- Use the board tilt effectively.

The direction keys are used to control board tilt and to some extent you can use the direction keys effectively to control the movement of the ball. Be careful, if you use too much tilt you will get a " * * TILT * *" message.

Once " * * TILT * *" appears the flippers can not be moved. "REAL Pinball" has five pinball boards. Each board has a name and each one has special features. Since each one has a target to aim for, We will explain a little about them.

STAGE 1 The Phoenix

(Leader of feathered bird. Defender of the south and Harbinger of world peace. Host to spirits.)

Has Skill shots, Orbit shots, Kick back, Extra Ball, Hole, Fire mode.

Hit the four light plates first.

Try for repeated orbit shots.

For the top right orbit shot, don't use the lower left flipper on its own, if you can get the timing right and go from the lower left flipper to the upper right flipper you should be able to make it.

STAGE 2 The Blue Dragon

(Leader of the scaled insects. Defender of the East. Ancestral form is UROBOROSU. Rides on the moon and sun.)

Has Kick backs, Extra balls, Holes, Fire mode.

After passing through the three upper loops, when you do the left and right sling shots and the outer route the top lamp flashes and indicates a route. When you complete that route, the bottom round lamps all light up in Fire mode. Then you can score lots of points.

STAGE 3 The White Tiger

(Defender of the West. Defends the sacred grounds from the evil ones)

Has Skill shots, Orbit shots, Multi-ball, Kick backs, Extra balls, Holes, Fire mode.

To achieve success with skill shot, hit the ball hard (hold the A button for a long time) when the lamp on left edge in front of the light plates is lit.

To put the ball on the top of the upper right flipper, aim at the top ;right and hit the ball up with the left flipper. When the ball is on the upper right flipper, hit the ball straight up with the upper right flipper and it has a good chance of going in the hole. When the ball falls down again, if you get the timing right you might be able to keep repeating this hole shot again and again.

In this stage, the ball often falls off both sides when it rebounds from the slingshot. In this case, you should shake the board the moment the ball leaves the slingshot.

STAGE 4 The Black Warrior

(Leader of armoured animals. Defender of the north, with the body of a turtle and the tail of snake.)

Has Multi ball, Kick backs, Extra ball, Holes, Fire mode.

Hold the ball with a flipper up. When the ball has lost its energy, touch it with the end of the flipper and use the opposite slingshot to throw it up easily.

STAGE 5 The Fire Dragon

(Leader of hairy beasts. A silent brute with the legs of a horse and the tail of an ox. His appearance is a most auspicious event.)

Has Skill shots, Orbit shot, Multi ball, Kick backs, Extra ball, Holes, Fire mode. There are Freeways.

After going through the top gates and entering the hole below the gates, on the left edge go along the freeway and hit the ball near the lower left flipper.

In the center, go along the freeway and drop down to the outer side of the left slingshot. On the right, go along the freeway and drop down to the outer side of the right slingshot.

It is important to use the upper right flipper effectively.

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End User Notice

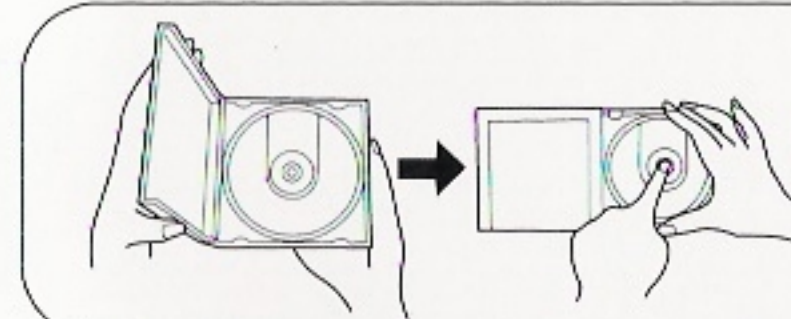
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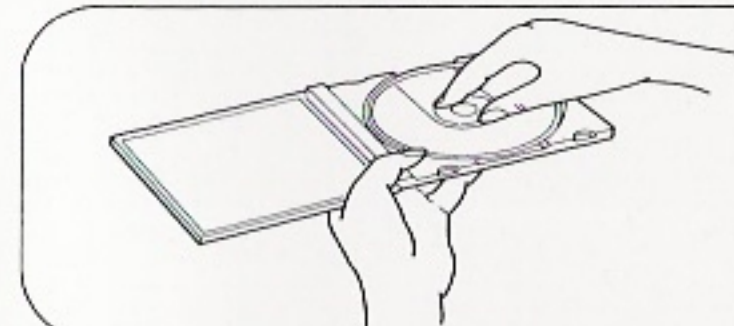
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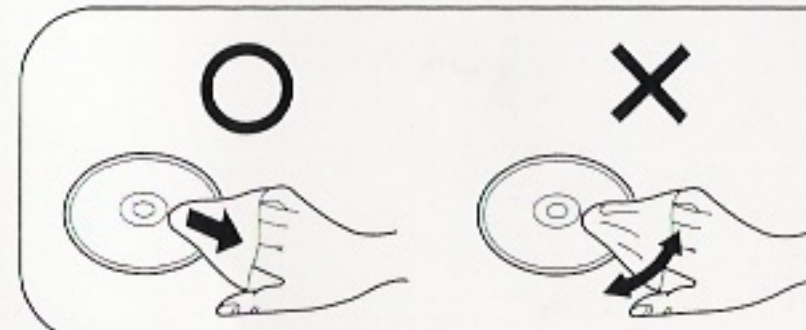


To open the case, gently press both sides of its top.

To remove the CD from the case, press the center holder and lift the CD, holding by the edges.



To return the CD to the case, insert the CD with the label facing upward, and press downward at the center.



If the surface is soiled, wipe gently with a soft, damp cloth (dampened with water only). Always move the cloth directly outward from the center of the CD, not in a circular motion.

DO NOT use record cleaning sprays, benzine, thinner, static electricity prevention liquids or any other solvent.

DO NOT write on the surface of the CD with a ball-point pen or other writing instrument.

Be sure to store CDs in their cases to protect them from dust, scratches, and warping. DO NOT place or store CDs in the following places:

- ❖ Locations exposed to direct sunlight, humid or dusty locations.
- ❖ Locations directly exposed to a heat outlet or heating device.